

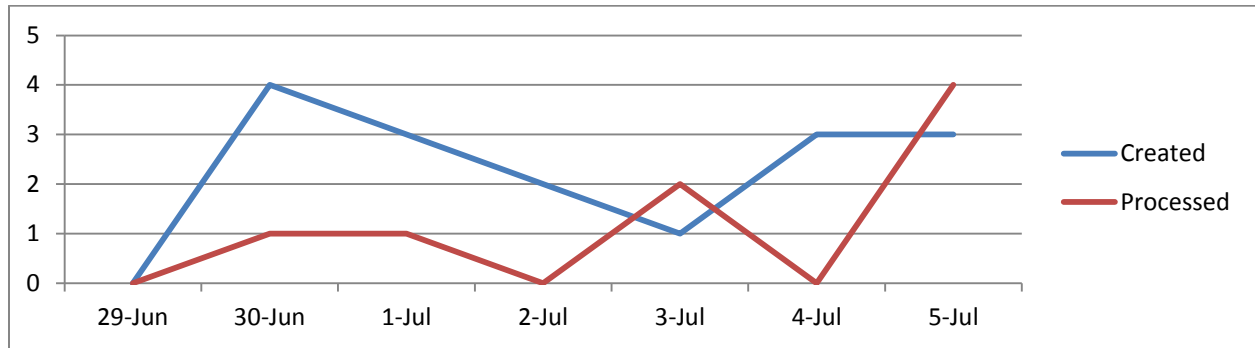
GX Social Weekly Report – Star Wars Commander

June 29 – July 5, 2014

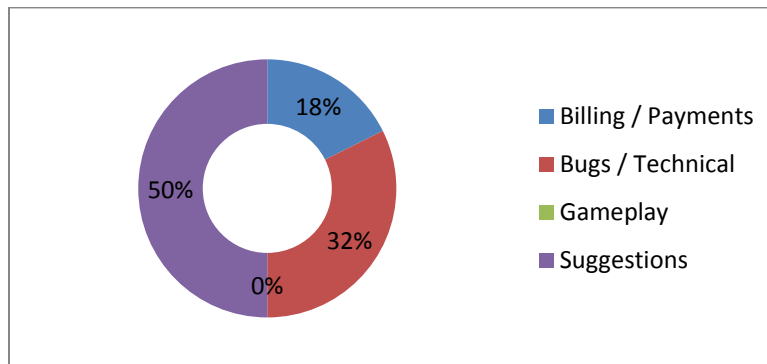
Total New Tickets: 16

Total Processed: 8

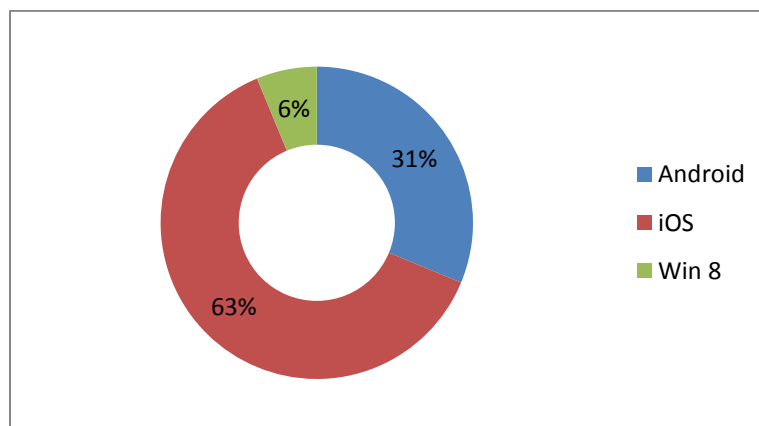
New Tickets vs Processed Tickets Day by Day



Contacts by Category



Contacts by Platform



Top Categories

Rank	Category	% of Tickets
1	Billing / Payments::Missing Currency	11.76%
2	Bugs / Technical::Game Not Loading	11.76%
3	Bugs / Technical::Quest Will Not Complete	5.88%
4	Bugs / Technical::Missing Items / Progress	5.88%

Star Wars: Commander

2014 June 29 - July 05

Monthly Revenue This data is currently unknown

Mobile Downloads This data is currently unknown

Current App Rating

Support Tickets Received Total: 16 iOS: 12 An: 4

Top Issues

Cannot target final building

Reached end of content - confused about more

Current Game Data

Geo Alpha - Ausatralia

Latest Content

6 Episodes Currently

Current Version

1.3.12

Sample App Reviews

I like this game, it's a lot like clash of clans but better as it's Star Wars!

Standard 'wait or pay' style base building game. A bit of fun to be had. No issues with freezing or glitches as others have said.

This is one of the best games I own it is even better than 'Clash of Clans' it is highly entertaining can't put it down. I love how you have the choice of the two different sides I have an iPad and an iPhone so each one is on a different side. The units are really cool and look different depending what side you are on. I think everyone should have this game!

I can't upgrade factory to lvl 5 for AT-ATS! It's really annoying me!!

